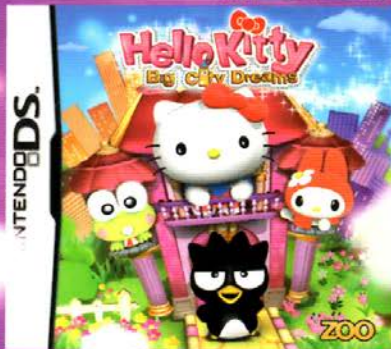


NOW AVAILABLE ON  
DISPONIBLE MAINTENANT POUR  
NINTENDO DS™



NINTENDO DS™

NTR-BKEE-USA



EmuMovies

NINTENDO DS. ZOO  
Sami's CATAL

Nintendo DS is a trademark of Nintendo.  
© 2006 Nintendo

© '76, '88, '89, '93, '96, '98, '99, '01, '02,  
'09 SANRIO



Zoo Publishing, Inc.  
3805 Edwards Road,  
Suite 605  
Cincinnati, OH 45209  
1-866-663-2510  
[www.zoogamesinc.com](http://www.zoogamesinc.com)

PRINTED IN USA  
IMPRIMÉ AUX ÉTATS-UNIS

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

REV-1

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.

## CONTENTS

Introduction . . . . .	6
Getting Started . . . . .	6
Overview . . . . .	6
Main Menu . . . . .	6-7
Touch Screen Controls . . . . .	7
Button Controls . . . . .	8
Heads Up Display . . . . .	8
Calendar/Time . . . . .	9
Birthday Book . . . . .	9-11
Game Play . . . . .	11-12
Locations . . . . .	13-15
Hints . . . . .	16
Credits . . . . .	17



Licensed by



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2009 NINTENDO.

### ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



## INTRODUCTION

Hello Kitty wants to find the perfect birthday presents for all of her friends! Help her by visiting her friends and discovering the best gift for each of them. Along the way you will learn more about other Sanrio characters!

## GETTING STARTED

Make sure your Nintendo DS™ is turned off before you begin. Insert the Hello Kitty Birthday Adventures Game Card into the DS Game Card slot until it clicks into place. Turn the power on and read the information on the Health and Safety screen. Tap the Touch Screen or press the A Button to continue.

On the DS Menu Screen, press the A Button or touch the Hello Kitty Birthday Adventures panel to start the game. If you have your Nintendo DS system settings set to Auto mode, the DS Menu Screen will not appear. See your Nintendo DS instruction booklet for more details.

## OVERVIEW

The basic goal of the game is to get fun facts and birthday gifts for your friends. Each friend has three fun facts and three possible gifts. For each gift, the friend will give up to three clues. If you get all the gifts for your friends you will be able to go to a special party for Hello Kitty.

## MAIN MENU

The Main Menu has four options to choose from: Continue, New Game, Languages, and Scores. Touch the option you wish to select.



### Continue

This option will allow you to resume your saved game. When returning to a saved game, you will appear in Hello Kitty's room.

### New Game

Choose this option to begin a new adventure.

### Language

Choose your language.

### Scores

This shows your current high scores of all of the mini-games that you have played.

## TOUCH SCREEN CONTROLS

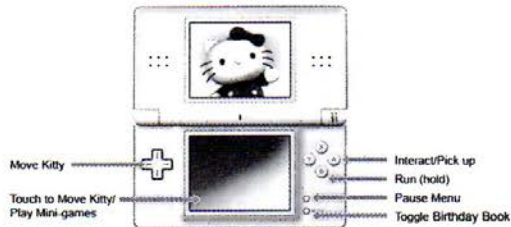
Using the Nintendo DS™ stylus, touch the screen and hold down the Nintendo DS stylus in the direction you want Hello Kitty to move. Touching the screen farther away from Hello Kitty will cause her to run in that direction.

You can tap on items in Hello Kitty's room to have Hello Kitty to interact with them.

Use the Nintendo DS stylus to navigate within the Birthday Book.

Use the Nintendo DS stylus to tap the Birthday Book icon to access the Birthday Book.

## BUTTON CONTROLS



You can move Hello Kitty using the +Control Pad. Press the B Button while using the +Control Pad to make Hello Kitty run. Press the A Button to interact with the mailbox, quest object, or start a conversation.

Press START to pause the game.

Press SELECT to show the Birthday Book.

## HEADS UP DISPLAY (HUD)

The HUD contains:

- Time
- Date
- Current quest objectives
- Current quest item inventory
- Small map during race

## CALENDAR/TIME

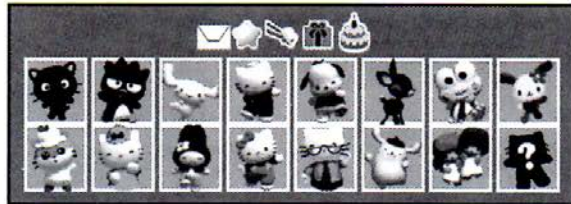
Each day begins when Hello Kitty wakes up at 8:00 am. At 5:00 pm, the sun sets and it becomes night. Time passes quickly each day so be sure to manage your time wisely. If you want to skip ahead a day or more, you can go to Hello Kitty's Room and use the Calendar or her Bed (see page 13 for more details).

## BIRTHDAY BOOK

This is where Hello Kitty keeps all of her important notes! You can open the Birthday Book by touching the Birthday Book icon on the upper right corner of the lower screen or by pressing SELECT. In the Birthday Book, you start on the Calendar page.

- Icons
- Birthday Book
- Stamps Page
- Calendar
- In Game Menu
- Exit Birthday Book and go back to Game

### Birthday Book



Here Hello Kitty can see all her friends in the game. Tapping on a character's icon or pressing the arrow on the lower right will open up their Character page. Underneath

the character may be a number of icons—only one at a time.

- **Star**-A star indicates you have completed that friend's birthday quest.
- **Birthday Cake**-A Birthday Cake indicates that friend's birthday is today.
- **Birthday Present**-A present means you have the present for this friend.
- **Invite**-An invite means you have been invited to that friend's birthday.

This means that your friend's birthday is coming up within the next month.

### Character Pages

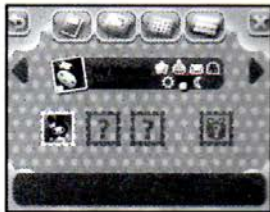
The Character pages contain all of the information that Hello Kitty has discovered about each character. This includes the character's birthday, hints about their birthday gift and up to three fun facts about this friend.

#### Icons

- **Star** = birthday gift given
- **Shooting Star** = birthday gift given and all information found for this friend
- **Cake** = it's this character's birthday
- **Bronze, silver, or gold medal** = level of achievement for this friend's mini-games (Note: a day medal and a night medal are shown for friends as they play different games in the day and at night)
- **Invite** = you have the invite to this friend's party
- **Gift** = you have the gift for the friend

### Stamp Page

You can earn stamps and stickers by winning mini-games, helping friends, finding special objects and meeting certain requirements. The stamps and stickers you collect throughout the game will be displayed on the Stamp page. When you touch a stamp or sticker, it shows you how you earned it.



### Calendar

The Calendar Page lets you see when all of your friends' birthdays are. The Calendar page will show the current date as well as upcoming birthdays of friends that you have talked to. Tap on a specific date to see the details for that day. You can turn the pages to see upcoming months.

### In-Game Menu

Here you can choose to go directly to Hello Kitty's Room no matter where you are on the map. You can also decide to quit the game at any time. Advance the time of day to night or save your game.

## GAME PLAY

### Character Interaction

To talk to someone, press the A Button when Hello Kitty is next to them.

When Hello Kitty speaks to one of her friends for the first time, they will tell Hello Kitty their birth date. This will be added to Hello Kitty's Birthday Book (Calendar).

### Mini-Games

Hello Kitty's friends want to play games and do activities with her! By playing with them or helping them out, Hello Kitty can discover fun facts about her friends including hints on what they would like for their birthday. The rules and controls for each mini-game will be explained before the game begins. Press START during a mini-game to pause it. Select 'Back' to return to the game or 'Quit' to end the game.



When you get a high score in a mini-game, you can earn a bronze, silver or gold medal. These medals are displayed in each of the Character pages in the Birthday Book. You can also see all of your mini-game high scores in the "Scores" option in the Main Menu.

### ***Birthday Invitation***

When a character's birthday is a month or less away, a birthday invitation will arrive in a mailbox outside of Hello Kitty's house if the player has met that friend. Once Hello Kitty gets an invitation from a friend, she can get hints as to what her friend would like for their birthday by playing mini-games with them.

### ***Birthday Gifts***

Hello Kitty can get hints for a friend's upcoming birthday gift by playing mini-games. These hints are stored in the Birthday Book.

All of the birthday gifts can be found in stores around Downtown or Main Street. A gift icon will appear in the Birthday Book page once Hello Kitty gets the gift for her friend. This gift gives her access to the birthday party on that character's birthday.

### ***Birthday Parties***

If Hello Kitty has a character's birthday gift on the day of their birthday, she can attend the birthday party. These are always held at the Birthday Hall in the Central Square Area. Hello Kitty must have a birthday gift or else she cannot attend the birthday party, so don't forget!

### ***Seasonal Events***

Certain events such as holiday festivals and the like will occur on specific days throughout the year. These events will generally not be marked on the game Calendar.

## **LOCATIONS**

### ***Hello Kitty's Room***

Inside Hello Kitty's house is her very own room. Here she can use the following items.

### ***Hello Kitty's Bed***

Hello Kitty can use her bed at any time to skip ahead to the next day. When Hello Kitty sleeps in her bed, the day will end and she will wake up the next morning.

### ***Wardrobe***

When you unlock new outfits for Hello Kitty, they are stored in her Wardrobe. Touch an outfit to change her outfit.

### ***Calendar***

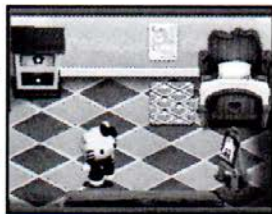
Use this calendar to skip ahead to any day.

### ***Art Easel***

All your saved artwork can be seen here. You can only save one piece of art for each art mini-game.

### ***Central Square***

This is where Hello Kitty's home is as well as the Birthday Hall where most of the characters will gather to celebrate their birthdays. On special occasions, events will take place near the Birthday Hall.



### ***Forest***

Here Hello Kitty can visit My Melody's home, Keroppi at Doughnut Pond, and Deery Lou in Rainbow Forest.



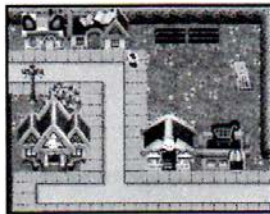
### ***Grassy Hill***

This is where Purin and Kuririn live. The Little Twin Stars have their airship parked at the end of the hill. The Treehouse can be found here as well.



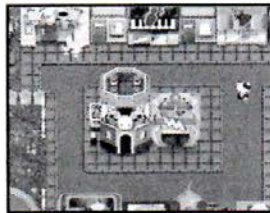
### ***Main Street***

Chococat and Usahana's homes can be found here, along with Main Street Park, the Book Store, and the General Store.



### ***Downtown***

This is where Café Cinnamon, the Clothing Store, the Music Store, the Arcade, and Daniel's home can be found.





## HINTS

Mimmy has a lot of helpful information about the game. You can find her around Hello Kitty's house.

Some characters will be in different places depending on what time of day it is.

Remember that everyone's day and night mini-games are different!

## CREDITS

**Zoo Games, Inc.**

**CEO**

Mark E Seremet

**COO**

Evan Gsell

**CFO**

David Fremed

**President**

David Rosenbaum

**Vice President of Product Development**

Pierre Roux

**Senior Vice President of Operations**

Steve Buchanan

**Director of Marketing and Public Relations**

Alison Kain

**Senior Producer**

Alvin Muolic

**SANRIO DIGITAL LTD.**

**CEO**

Yat Siu

**VP Publishing & Business Development**

Bob Ferarri

**Product Marketing Manager**

Padma Fuller

**Product Manager**

Wendy Tse

**Project Assistant**

Amy Pong

**Game Designer**

Sherry Sasuga

**Producer**

Andy Chiu

**Audio Creative Consultant**

Greg Chun

**Sound Effects**

Alan Wong Moon

**Director of Marketing and**

**Corporate Communications**

Ibrahim El-Mouelhy

**ONENINE STUDIOS****Game Director**

Dean Lee

**Executive Producer**

Brent Boylen

**Director of Technology**

Jason Schogel

**Lead Programmer**

Mike O'Neil

**Programmers**

Victor Reynolds

Tony Lin

**Designer**

Brian Watson

**Artists**

Jessica Hook

Daniel Schallock

**Sound Engineer**

HaeYoung Kim

**Assistant Producer**

Joe Balint

**DREAM CORTEX****Art Team Director**

Philip Lau

**Game Artist Lead**

Ken Cheng

**Game Artists**

Teresa Lee

Carol Lee

Cherry Leung

Chun Keung Mak

Chun Yan Miu

Gabriel Li

Gigi Ip

Howard Lau

Kate Zhu

Kin Fai Liao

Wang Kit

Leslie Chan

Ming Him Chan

Neo Lee

Patrick Suen

Raymond Ng

Siu Mice Chan

William Law

Yin Pong Chan

**ZOO PUBLISHING, INC. 90 DAY WARRANTY**

ZOO PUBLISHING, INC. (ZOO) warrants to the original purchaser only of this ZOO software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ZOO software program is sold "as is", without express or implied warranty of any kind, and ZOO is not liable for any losses or damages of any kind resulting from use of this program. ZOO agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ZOO software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the Game Card, free of charge to the original purchaser (except for the cost of returning the Game Card) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ZOO software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ZOO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ZOO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ZOO PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. Repairs/Service after expiration of Warranty - If your Game Card requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

[www.zoogamesinc.com](http://www.zoogamesinc.com)

ZOO PUBLISHING, INC. Consumer Service Dept. 1-866-663-2510

3805 Edwards Road, Suite 605, Cincinnati, OH 45209